

# 2012 RULES COMPARISON

## 2012 Rules Comparisons

This comparison of rules is meant to be a quick reference for officials umpiring at different levels of play. This overview of the rule differences is not meant to replace any rule book. All officials must have a thorough knowledge of the rules of each level of play that they are umpiring. Please note: If a topic is not listed, it means that all levels are the same.

TOPIC	USL	NCAA	INTERNATIONAL
Field Markings:	Area: max 140 x 70 yards Minimum: 110 x 60 yards Minimum: 10-20 yards behind the goal line. Solid end and sideline  Restraining line 30 yards from goal line; 8 defense v 7 attack	Same as USL EXCEPT: must have 10 yards behind the goal line	Area: 110m – 122m x 50m – 60m; require 9m - 15m of playing space behind goal, from goal line to end line boundary.  Restraining Line 27m from goal line; 9 defense v 8 attack
Goals, Goal Posts	Goal posts must be 2" diameter	Same as USL	Goal Posts may be 5cm square or 5cm diameter
The Crosse	<b>Field player's Crosse</b> Minimum length 35.5" Maximum length 43.25"  <b>Goalkeeper's Crosse</b> Minimum length 35.5" Maximum length 52" Unlimited Pocket / MESH	Same as USL EXCEPT: Goalkeeper's crosse maximum length is 48"	<b>Field player's Crosse</b> Minimum length .9m/90cm Maximum length 1.1 m/110cm Cross specifications revised: See IFWLA Rules Book, Rule 3.A & Rule 25.A-D  <b>Goalkeeper's Crosse</b> Minimum length .9m/90cm Maximum length 1.35m/135cm (See IFWLA Rules Book, Rule 3.B and 25.E)
Ball	Can be smooth or slightly textured rubber of solid yellow or bright orange color	Same as USL	May be any solid color; Yellow for IFWLA events.

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UNIFORM/ EQUIPMENT	<p>Centered number on shirt front =6" Number on shirt back=8"</p> <p>If a number appears elsewhere on a player's uniform (i.e. kilt, shorts or pants), it must match the number on the player's shirt</p> <p>All visible undergarments (tops, bottom) must be of one solid color and must be white, gray, black or one of that teams uniform color</p> <p>All team members must wear same color.</p> <p>Field players not permitted to wear any jewelry; medical jewelry taped.</p> <p>Field players may wear close fitting face guards or headgear</p> <p>Close fitting gloves and nose guards allowed.</p> <p><b>EYE PROTECTION REQUIRED</b></p> <p>Mouth guard must fully cover the upper jaw teeth.</p> <p>Mouth guards of any color other than clear or white.</p> <p>Goalkeeper's shirt must be worn over the body pad and be the same color as her team.</p> <p>Goalkeeper's bottom must be the in agreement with the team's predominant color as team kilt or black, or gray.</p> <p>Goalkeeper must wear helmet that meets NOCSAE standards for lacrosse w/ face mask and separate throat protector and a securely attached chin strip, chest and body pad, padded gloves, and mouth guard.</p>	Same as USL	<p>15cm, center - shirt front 20cm, center - shirt back</p> <p>All visible undergarments worn under the kilt/ shorts must be the same predominant color as the kilt/short or one solid dark color. Undergarments worn under the shirt must be the same predominant color as the uniform shirt</p> <p>Soft jewelry and rings must be taped or removed; medical jewelry taped.</p> <p>Field players are not permitted to wear headgear or face masks.</p> <p>Close fitting gloves, eye protection and nose guards are optional.</p> <p>Mouth guard required.</p> <p>Goalkeeper's shirt must be worn over the body pad, unless the body pad is the same color as her uniform top.</p> <p>Goalkeeper's bottom must be same predominant color as team kilt/shorts or be a solid dark color.</p> <p>Goalkeeper must wear a mouth guard, a helmet with a face mask with an attached chin strap, throat protector and a chest or body pad. She may also wear padded gloves, arm pads and leg pads.</p>

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UNIFORM/ EQUIPMENT	<p>Maximum padding thickness = 2.5cm / 1"</p> <p>High School level and below goalkeeper MUST wear padding on shins and thighs</p> <p>At any time during the game, and at the umpire's discretion, a TO may be called to re-inspect any crosse in use.</p> <p>Umpire shall inspect the crosse of a player upon request of an opposing coach or player on the field. For any additional requests for inspection of any crosse meeting specifications, a penalty for a minor foul is awarded.</p> <p>Head coach may request a measurement of an opponents stick during pre-game time and it will not count as an official stick check request.</p>	<p>Same as USL</p> <p>Leg padding recommended</p> <p>Same as USL EXCEPT: The umpires must also perform a minimum of two stick re-inspections per half, each time checking one crosse per team.</p> <p>Umpire shall inspect the crosse of a player upon request of an opposing coach or player on the field. After two requests for inspection for which the crosse is found to be legal, any additional requests for inspection of any crosse meeting specifications will result in a minor foul.</p> <p>Head coach may ask for a stick measurement either pre-game, up to 15 minutes before the start of the game or at the beginning of the half time. This request will count as one of their official stick check requests.</p>	<p>Maximum padding thickness = 3cm</p> <p>Goalkeeper may wear padded gloves, arm and leg pads.</p> <p>At any time during the game, and at the umpire's discretion, a TO may be called to re-inspect any crosse in use</p> <p>Any player may request an umpire to inspect the pocket of an opponent's crosse.</p> <p>When a team requests for a second time during a game the inspection of an opponent's crosse that meets specifications, a penalty for a minor foul is awarded</p>
CAPTAINS	Co-captains permitted	Same as USL	<p>Only one speaking captain</p> <p>Captain on field may choose to wear distinctive arm band. Captain's number is noted on team score sheet</p>
UMPIRES			Report number of player scoring goal to the scorers' table.
DURATION OF PLAY	<p>30 min halves college</p> <p>25 min halves high school</p> <p>If there is a 10 goal or more differential the clock will continue to run after goals.</p> <p>If there is a 10 goal or more differential the clock will not stop on the whistle within the last 2 minutes of play in each half. ( no stop clock)</p> <p>Half time of 10 minutes but it may be less than 10 minutes if agreed upon by the coaches prior to the start of the game</p>	<p>Same as USL</p> <p>Same as USL</p> <p>Clock will stop on every whistle in the last two minutes of each half.</p> <p>Same as USL</p>	<p>Same as USL college</p> <p>If play is stopped prior to the last two minutes in each half, the timer will stop the clock when it reaches two minutes if play has not resumed.</p> <p>Clock runs after goals when there is a 12 goal differential.</p> <p>Half time may not exceed 10 minutes. Half time and playing time agreed with the captains and coaches prior to the game</p> <p>In each half, Timer displays Yellow Flag with 2 min. remaining and a Red Flag with 30 sec. remaining. NOTE: If the game clock is visible to both teams, use of the yellow and red flags are optional if agreed prior to the game</p>

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TIME OUTS	<p>Each team shall be permitted two, 2 minute time outs during regulation game time, that do not carry over into overtime. Each team is permitted one time out during the duration of overtime. . Time out may be requested by the head coach or any player on the field after a goal is scored or during a dead ball situation by the team in possession.</p> <p>If a dead ball possession time out is called, players must leave their crosses in place on the field and return to that same place for the restart of play. No substitutions will be allowed during this stoppage of play.</p> <p>Successive time outs will not be allowed.</p>	<p>Time outs same as USL</p> <p>EXCEPT: It may be requested by any coach and, the possession timeout may be requested by a coach or any player on the field any time the requestor's team is in clear possession of the ball.</p>	<p>Each team shall be permitted two 90 second timeouts per game. These can be requested by the coach, through the scorer's table or by the captain on the field AFTER a goal has been scored. Time outs not used during regulation game are permitted to be used in overtime.</p>
START / RESTART OF GAME	<p>Time out is taken for any re-draw</p> <p>EXCEPTION: When the 10 goal rule is in effect.</p> <p>Play may not resume within 8m of goal circle</p> <p>Exceptions: when restart is due to boundary call behind goal or when game has been stopped due to accident, injury or illness, interference or an incident either related or unrelated to the ball at the time the whistle is blown and no foul is involved in the stoppage of play</p> <p>All throws must be taken at least 8m from the goal circle.</p>	<p>Same as USL</p>	<p>If it can not be determined why a draw is unsuccessful a throw is taken.</p> <p>Play may not resume within 4m of boundary or 11 m of the center of goal line.</p> <p>For a ball that goes directly out of bounds from a legal draw, a throw will be awarded 4m from the RL and 15m from the center of the goal line.</p> <p>All throws must be taken 15m from the center of the goal line</p>
INJURY	<p>If play is stopped for an injury or suspected injury, whether or not a trainer or coach comes onto field, the player must leave the game.</p> <p>No coaching during injury TO.</p> <p>No other players may substitute.</p>	<p>If play is stopped for an injury or suspected injury and medical personnel or a coach comes onto the field, the player must leave the game.</p> <p>Same as USL</p> <p>Same as USL</p>	<p>2 minute recovery time TO for injured field player.</p> <p>5 minute recovery TO for injured goalkeeper.</p> <p>No coaching during injury TO / Major Foul.</p>

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MISCONDUCT / SUSPENSION	<p>Player receiving a Yellow card must leave field for 2 minutes lapsed playing time and no sub is allowed. If player reenters early the head coach will be assessed a yellow card.</p> <p>Player receiving a Green/Red card must leave field for 2 min. of elapsed playing time, a sub must enter.</p> <p>Player receiving a 2nd yellow card or a single red card may not reenter the game and no sub is allowed for 2 minutes of elapsed playing time.</p> <p>An ejected player or coach serving a next game suspension will not be allowed in attendance at the site of the game, either on the field, in the team bench area, or in the spectator areas of the site.</p> <p>Should a team receive its fourth card (yellow or red) they will play short in both their offensive and defensive ends of the field for the remainder of the game and for any overtime periods. Any card given to a player or a head coach will count towards their team's cumulative total. For each subsequent card received the team will play short by an additional player in both their offensive and defensive ends of the field. The player carded must leave the field for two minutes and no substitute may take her place for the remainder of the game. However, unless that carded player has received a second yellow card or a red card she may return to the game after serving her penalty time as long as she follows regular substitution procedures and another player leaves the field when she returns.</p> <p>Any card given due to lack of proper bench decorum will be given to the head coach. The coach must designate a player to leave the field for two minutes of elapsed playing time.</p>	<p>Same as USL</p> <p>EXCEPT: If player re-enters early she must return to Penalty Area and serve the remainder of her time plus an additional two minutes. Coach is not carded.</p> <p>EXCEPT: A player or coach serving a next game suspension shall be restricted to the designated spectator areas, and prohibited from any communication or contact, direct or indirect, with the team, coaches, bench personnel and /or game officials from the start of the game to its completion, including any overtime periods.</p> <p>While the suspended coach or player is allowed on the field and in the bench area during pre-game activities the suspended player may not be dressed in her game uniform and she may not take part in any warm-up activities.</p> <p>No card count</p> <p>Yellow card penalty is released when the opponent scores a goal.</p> <p>Red card penalties are NOT releasable.</p> <p>The penalty area shall be directly in front of the scorer's/timer's table at the rear of the substitution area. A player serving a penalty must sit or kneel in this area.</p>	<p>Player receiving a yellow card must leave game for 2 minutes of lapsed playing time, and her team must play short for the duration of the timed suspension. If player reenters early, she must re-serve 2 minute suspension.</p> <p>If a player receives a green/red card her team must play short for 5 minutes playing time, before a sub or the player may return to the field. If the player or a sub reenters early, her team must reserve 5 minute suspension.</p> <p>If a player receives a yellow/red card, her team must play short 5 minutes. If her sub re-enters early, her team must re-serve the 5 minute suspension.</p> <p>If a player receives a straight red card, her team must play short for 10 minutes. If sub enters early, her team must re-serve 10 minute suspension.</p> <p>Player receiving a yellow/red or red card may never re-enter the game.</p> <p>Time allotted for a sub after the administration of yellow card shall not exceed 30 seconds.</p> <p>Teams must play short below goal side of restraining lines at both ends of the field.</p>

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CONDUCT OF PLAY	If two players commit offsetting fouls (Major or Minor) a throw is awarded.	Same as USL	If two simultaneous fouls are not equivalent (Major/Minor), the team committing the major foul is penalized. If the two fouls are equivalent (Major/Major or Minor/Minor) a throw is taken.  When the attack team commits a major or minor foul following an advantage flag, fouls are offsetting and a throw is awarded beyond 15m on goal line extended.
GOAL CIRCLE FOULS & PENALTIES	The free position for goal circle fouls by the defense is indirect and awarded 12m from the goal circle on the goal line extended. The offending player is placed 4m behind the player with the ball.  No player's feet may violate the goal circle cylinder.  The ball may not reenter the goal circle until it has been "played" (ball leaves crosse and is touched by another player, or the crosse is checked crosse to crosse by an opposing player or play is stopped due to a foul by the defense).	The penalty for goal circle fouls by the defense is free position awarded to the attack, 8m from the goal circle on the goal line extended with the offending player placed 4m behind the player with the ball. The ball carrier may shoot from this free position.  Same as USL  Same as USL	The free position for goal circle fouls by the defense is awarded 15m from the center of the goal line on the goal line extended. The defender who fouled must move 4m away on the 11m mark. <u>Exception:</u> The GK may stay in her goal circle and no other defender must move to the 11m..  Same as USL  Same as USL
COACHING AREA	Coaches must remain within their own coaching area, that is, the area on the bench / table side of the field extending from their side of the substitution area to their end line and behind the scorers' table extended.	Coaches must remain within their own coaching area, that is , the area on the bench / table side of the field extending from their side of the substitution area to their end line and up to the side line	Coach and other team/ bench personnel must remain inside team bench area (28m long and 5m deep; behind the score table extended)

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<p>MAJOR FOULS / PENALTIES</p>	<p>Restraining line violation is a MAJOR FOUL.</p> <p>False start is MAJOR foul.</p> <p>Free space to goal enforced when ball is within the critical scoring area, attack looking to shoot, have opportunity to shoot and defense is not within a stick's length.</p> <p>Placement of free position determined by position of the illegal defender is when whistle blown.</p> <p>Shooting from an indirect free position is a MAJOR foul.</p> <p>PENALTIES FOR MAJOR FOULS</p> <p>No free position taken within 8m of goal.</p> <p>If foul occurs in 8m arc, clear the 8m arc and/or penalty lane.</p> <p>Arc cleared based upon relative position of players in the arc when whistle blown.</p>	<p>Same as USL</p>	<p>Restraining line violation is a <u>MINOR</u> foul. Penalized player moves off 4m to side of player awarded the ball.</p> <p>False start or movement of feet before the whistle is <u>MINOR</u> foul.</p> <p><b>Free Space to Goal:</b> Enforced when attack player with ball is in 15m fan; otherwise, same as USL.</p> <p>Free position set at spot where player with the ball was denied shot /whistle was blown.</p> <p><b>Three Seconds:</b> If ball carrier is above or below the goal line extended, the penalty will be awarded relative to the position of the ball when play was stopped.</p> <p>If the Advantage Flag was raised and the scoring play ends without a further foul, the free position will be set relative to the spot of the ball when the three second violation was flagged.</p> <p>No Indirect free position.</p> <p>No free position taken within 11m of goal.</p> <p>If foul occurs in 11m marking area, clear 11m area and/or penalty lane.</p> <p>Penalty lane is not cleared when a major foul occurs between the 11m -15 m.</p> <p>Defenders within 4m of the player who is awarded free position when play stops, are entitled to hash mark(s) when arc is cleared.</p>

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	<p>For major fouls between the 8m and 12m, free position set at spot of foul, penalty lane cleared.</p> <p>When free position is set on 8m hash mark, goalkeeper outside goal circle, inside 8m arc, and has not fouled, she shall return to the goal circle.</p> <p>When penalty lane is cleared and goalkeeper is in penalty lane, she may return to goal circle.</p>	Same as USL	<p>For major fouls that occur between the 11m and 15m, free position set at spot of foul, DO NOT clear penalty lane.</p> <p>When free position set on an 11 m hash mark, goalkeeper outside goal circle and has not fouled, she shall return to goal circle.</p> <p>When free position set outside 11 m marking area and goalkeeper is outside goal circle, she may not return to goal circle; must stand.</p>
MINOR FOULS / PENALTIES	<p>Penalty for minor foul by defense within 12m fan, is an indirect free position on 12m fan.</p> <p>No restrictions on goalkeeper's movement.</p> <p>Holding an opponents crosse when opponent is in possession of ball = Major foul. Holding opponent's empty crosse when they could have received or gained possession of the ball = Minor foul.</p> <p>Restraining line violation is a MAJOR foul.</p>	Same as USL	<p>Penalty for minor foul by defense within 15m fan, is a free position for attack on 15m fan.</p> <p>Goalkeeper must not go beyond 27m defensive restraining line during draw.</p> <p>Goalkeeper must not go beyond offensive restraining line any time during game.</p> <p>A player must not hold a crosse for a short time during a check/ tackle = minor foul.</p> <p>If crosse held to point of causing player to lose balance = major foul.</p> <p>Restraining line violation is a MINOR foul.</p>

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<p>ADVANTAGE FLAG</p>	<p>Flag is raised for a major foul by the defense when the attacking team is on a scoring play in the critical scoring area.</p> <p>If attack player chooses to shoot and the shot is not affected by the foul or the foul is not cardable, the advantage is complete. Flag lowered and play continues.</p> <p>If the attacking team fouls during a raised flag, a throw is awarded, at least 8m from goal, at a spot near the foul that stopped play.</p> <p>If a flag is raised for a foul that occurs behind the goal and scoring play ends, the free position is awarded behind and 8m from goal circle in line with the foul.</p> <p>When scoring play ends the free position is awarded to the attack player nearest the spot of the foul (may or may not be player who was fouled). The nearest defender is placed 4m behind (may or may not be player who fouled).</p> <p>When additional fouls occur during a raised advantage flag, free position set on 8m hash mark nearest the most recent foul.</p>	<p>Same as USL</p>	<p>Flag is raised for a major foul by the defense when the attacking team is on a scoring play within the 15m fan, call "Flag".</p> <p>If defense commits a foul that must be carded when the scoring play ends, to resume play, the attack will be awarded a major foul free position.</p> <p>If attack fouls during a raised flag, a throw is awarded at 15m on the goal line extended.</p> <p>A flag raised for a foul that occurs behind the goal, free position awarded on the 11m mark on the goal line extended.</p> <p>When the scoring play ends, the free position is awarded to the player who was fouled and the player who fouled is placed 4m behind.</p> <p>When additional fouls occur during a raised advantage flag, free position set on 11m hash mark inside the marking area that is nearest the most recent foul.</p>

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DELAY OF GAME FOULS AND PENALTIES	<p>Delay of Game includes: failure to stand, failure to move, failure to respond to umpires directions and any other behavior which amounts to delay.</p> <p>Carding procedure: Green card to Captain, minor foul. Green/Yellow card to player, major foul. Green/Red card to player major foul, player must leave the field for 2 minutes lapsed playing time, sub must enter.</p>	<p>Delay of Game includes: failure to stand, failure to move, failure to wear a mouth guard, and eye protection, failure to respond to umpires directions and any other behavior which amounts to delay</p> <p>Carding procedure: Same as USL</p>	<p>For Delay of Game and persistent minor fouls use Green card system.</p> <p>Carding procedure is the same except for Green/Red card, player suspended for 5 min (no sub, team plays short). Player or sub may enter after 5 min.</p>
OUT OF BOUNDS	To resume play when the ball has gone out of bounds the opponent, inbounds, nearest the ball will place the ball in her crosse and stand 4m inside the boundary from the spot the where the ball went out of bounds.	<p>Same as USL</p> <p>EXCEPT: Play will be restarted 2m inside the boundary</p>	Same as USL
SUBSTITUTION	<p>Unlimited number of subs. Anytime during play, after a goal and at halftime. Substitution after a goal may not take place after the officials hands are in contact with both center's crosses at the draw.</p> <p>No additional subs allowed when card given.</p> <p>No substitutions are allowed on an injury time out except for the injured player.</p>	<p>Same as USL</p> <p>EXCEPT: Substitutions after a goal are controlled by the umpire.</p>	<p>During injury time out, sub allowed for injured player only.</p> <p>Same as USL for yellow card. Play short red card or a red card combination.</p>



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